**TASKS POSTMORTEM – SPRINT WEEK 4**

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| **STUDENT NAME** | Alpeche Pancha |
| What do you think went well with the task? | My task was to implement dragging and dropping items from a HUD widget into the game world.  Despite having difficulties with programming this feature, I was able to program a drag and drop feature wherein the player can place “rails” in the level by dragging and dropping from an inventory widget.  At first, I could not get the correct mouse cursor location to use for the coordinates of where to spawn the item in the world. As a workaround, I made it so that the items would always spawn in front of the player. After investigating further, I was finally able to get the cursor location and use that instead. However, I still left the previous code in, commented out, so I can demonstrate both to the team in our next meeting. |
| What do you think needed improvement on the task requirements? | Task was well defined in conversation, but maybe we should’ve added more detail to the JIRA task, just to clarify what we mean by “snapping mechanic” (we may know the meaning, but stakeholders do not). JIRA task should have had a higher estimation, as it was quite complex to implement. |
| What do you think of your work on this week’s task(s)?  Reflect on the quantity and quality of your work. Whether you were reliable as a team member, your general behaviour, whether you were proactive in spotting problems. These are the key qualities of a professional. | I’ve achieved more than I thought was possible. Given the amount of programming challenges and difficulties I had with the task, I am fairly satisfied with it. There are aspects of the coding that I want to improve, but it is good enough for a demo and prototype.  The work was of high quality, well organized and documented. I spent a good amount of time on it (7 hours, not including initial research). The Blueprint work is well laid out and commented. All the new variables and new enum introduced have descriptions. However, my task was underestimated on JIRA, so this is something to improve in the future.  Certain aspects such as Blueprints, snapping points and level design could be improved, but I think that with the implementation of my task, we are quite close to a Minimum Viable Product. |
| **OVERVIEW** |  |
| **Thinking about the task(s) you have worked on this week, what are the important lessons that you will take away from the experience for your next week sprint?** | Bump up the estimated on JIRA and expand task descriptions to that other people looking at our work have a clear idea of what our tasks actually entail. We may discuss our tasks thoroughly amongst ourselves, but we need to get better at documenting these discussions somewhere. |

**Asset List**